Oath of the harem

While many warriors of good and justice swear their devotion to a single person, these holy knights seek conmfort and inspiration for their deeds in the arms of many.

Instead of focusing their love on a single person, they share it with a group that acompanies and cares for eachother.

Tenets of the Harem

Polyamory. Your love is not granted to a single creature, but rather to anyone who seeks your caring embrace

Shared Affection. You must love each of your lovers all the same, favoritism only brings disparity

One for all. Each member of the harem must seek the wellbeing and happiness of each other

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	Ceremony, Bless
5th	Aid, Prayer of Healing
9th	Aura of Vitality, Haste
13th	Aura of Life, Private Sanctum
17th	Commune, Greater Restoration

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Join your Side. As an action, you can add a creature to your harem. The creature must be willing, adult and be a humanoid, fiend(Devil) or Celestial. Otherwise, you can use an action to summon a creature from your harem to your side. If the creature is willing, it appears within 30 feet of you, regardless of how far away it was from you.

Companion Strike. As a bonus action you compell a member of your harem to act in your favor. A creature who is a member of your harem within 30 feet of you can use its reaction to make an attack against a creature they can see, and if they hit, they deal an additional 4d6 radiant damage.

Aura of Affection

Starting at 7th level, you constantly shed an aura of unity and companionship that only those beloved by you can feel. This aura extends to a range of 10 feet, and every member of your harem within it cannot be charmed and deals an additional 2d4 radiant damage with their attacks

All out Attack

When you reach 15th level, you can briefly summon your lovers to aid you in battle. Whenever you attack a creature, you can use your Join your Side channel divinity, followed by your Companion Strike channel divinity as part of the same action, and, if your lover makes a critical hit, you recover a use of your channel divinity.

Knight of Affection

Once you reach 20th level, as a bonus action, you can gain power from all members of your harem to briefly become all powerful. For 1 minute, you gain the following benefits:

- You gain temporary hit points equal to the number of creatures in your harem x 10
- You gain a bonus to all your attack rolls and damage rolls equal to the charisma modifier of one of your lovers (your choice)
- Whenever you hit a creature, you can use your Companion Strike channel divinity without spending its use

Helltaker Devils
Maruco

An Opening Heart

Starting at 8th level, the creature types that are valid targets for your Channel Divinity abilities expand, with the added stipulation that a willing, adult creature that is not a humanoid, celestial, or fiend must have either a minimum Intelligence of 3 or a minimum Wisdom of 6 to be considered a member of your harem.
The following types become valid targets at the listed levels:
8th level: Fey
9th level: Giant
10th level: Beast
11th level: Plant
12th level: Dragon
13th level: Monstrosity
14th level: Undead
15th level: Elemental
16th level: Ooze
17th level: Aberration
18th level: Construct

Love Beyond Limits

At 19th level, the intensity of your ability to love those who are different from you grows so great that any willing, adult creature can become a member of your harem regardless of its Intelligence or Wisdom scores.